




PINCER

COOPER

**WITH
ROBO-ARMS!**



**REVEALED:
THE MIGHTY
SHARK
SHIP!**

ROOOAR!



**JOIN THE
DREAM
CHASERS!**

CAN YOU STOP THE GRIMSPAWN?

AMAZING POSTERS!

**EPIC
COMIC!**

**IMMEDIATE
MEDIA^{CO}**

ISSUE 2 £4.50



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Warning!
Choking hazard
Small parts.



UK
CA CE

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**Rebuild
the
World**

JOIN US!

WHO'S READY FOR
WILD ADVENTURES, TRICKY
PUZZLES AND UNSOLVED MYSTERIES?
JOIN Z-BLOB AND I AS WE
TAKE ON THE DREAM WORLD.
LET'S GO!

LET'S
EXPLORE THE
DREAM WORLD
TOGETHER!

INSIDE:

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GET IN TOUCH

Have any **questions, requests**
or **suggestions**?
Then write to us - we would
love to hear from you!

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SECRET CODE!

There are **four numbers** hidden in this
flurry of stickers. Find all the symbols
that look like this:



Colour them in or **cross** them out
and the numbers will appear.
Note them down here:

--	--	--	--

On what other **page**
in this magazine does
this number appear?

--

HEE HEE,
YOU WILL NEVER
WORK OUT MY
CODE!

HEY COOP,
LET'S HIT THE
WATERSLIDE
REALM!

THAT
SOUNDS LIKE
MY KIND OF
PLACE!

IS COOPER RIGHT?
ALL IS REVEALED IN
THE COMIC!

The dream world.

SLIDE INTO CHAOS!

CHECK
THIS ONE
OUT!

Story:
Jan Dinter
Script:
Gary Chudleigh
Illustrations:
InkBubble Studios
(Pencils & Ink:
Virgilio D'Ambrosio,
Colour: Marco Pelandra)

WHAT'S
WRONG,
COOPER?

I'M NOT
FEELING THIS
AT ALL.

DON'T YOU
THINK IT'S TIME
FOR SOME FUN FOR
A CHANGE?

LIVING IN
A DREAM WORLD
WHERE WE CAN MAKE
ANYTHING WE WANT
ISN'T... FUN?

IT IS...
BUT IT'S STILL
WORK! ALL THIS
EFFORT FIGHTING
GRIMSPAWN.
I THINK WE NEED
A BREAK.

COOPER'S
RIGHT. IT'S
QUIET TONIGHT. THE
NIGHTMARE KING
CAN WAIT.

WHAT HAVE
YOU GUYS GOT
IN MIND?

I KNOW
JUST THE PLACE.
FOLLOW ME.

A few moments and
a dream bridge later.

I'M
GOING TO
WIN THIS!

TOLD YOU
GUYS THIS WAS A
GOOD IDEA!

NO CHANCE.

DUDE,
THIS IS
SICK!

I'LL
GIVE YOU
THIS ONE,
COOP!

Meanwhile in the Grim Realm.

TERRIFYINGLY
TERRIFIC WORK, SUSAN!
NOW WE KNOW WHERE THE
DREAM CHASERS ARE.

NIGHT HUNTER!
LEAD THESE PEOPLE,
GET THE DREAM CHASERS
AND DESTROY THEM WHILE
THEY'RE DISTRACTED. THEN
NO ONE CAN EVER STOP
US FROM TAKING OVER
THE DREAMWORLDS!

I WON'T
FAIL YOU.

GRIMSPAWN,
GET READY. WE HAVE
A SPECIAL MISSION FOR
YOU TONIGHT AT A WATER
PARK WORLD.

YEAH!
SLIDES.

THIS
IS GOING TO
BE FUN!

NO! YOU'RE MINIONS!
MINIONS DON'T HAVE FUN,
THEY DO EVIL MINION-THINGS!
NOW COME WITH ME BEFORE
I TELL THE NIGHTMARE KING
ABOUT THIS.

MESSAGE
CLEAR.

GULP.



Back at the water park realm.

WHERE TO NOW, BRO?

THE RELAXATION STATION! IT'S A TRANQUIL PLACE TO REST AND RECHARGE.

SOUNDS GOOD TO ME! I COULD CATCH UP ON SOME ANIME.



BEHOLD...



WHAT? GRIMSPAWN! WHAT ARE THEY DOING HERE?!

LET'S CRAFT SOMETHING WE CAN USE TO CHASE THEM!

YEP, NOT VERY RELAXING, COOPER!

THEY'RE CAPTURING THE DREAMS OF THOSE KIDS. QUICK! WE NEED TO STOP THEM!

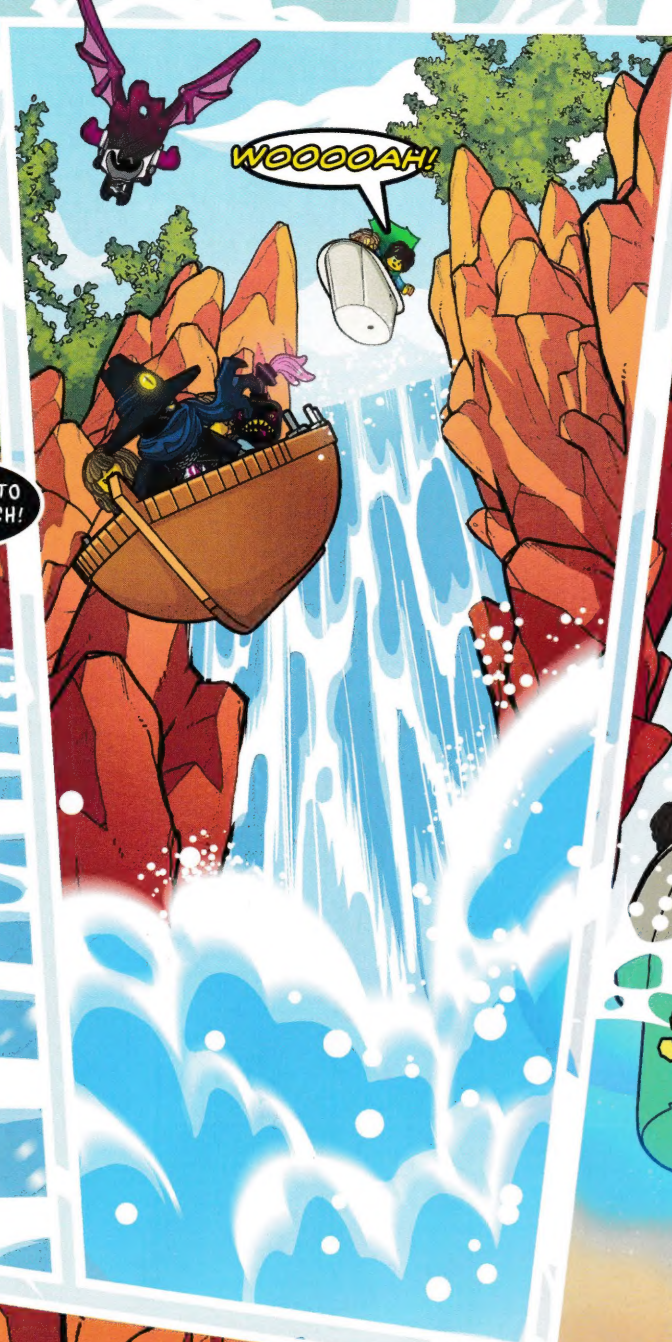


SWOOOOOOOOOSH



WE'RE GOING TO NEED A BIGGER BOAT.

YEAH, LET'S TRY AGAIN.



CONTINUED ON PAGE 10

DOUBLE VISION!

PUZZLE

Something has gone wrong with the reflection of our heroes below!
There are **10 differences**. Can you spot and circle them all?

ORIGINAL



COPY

Answers on page 34.

After a wild chase, our heroes seem to be trapped.

THIS IS NOT THE KIND OF NIGHT I HAD PLANNED!

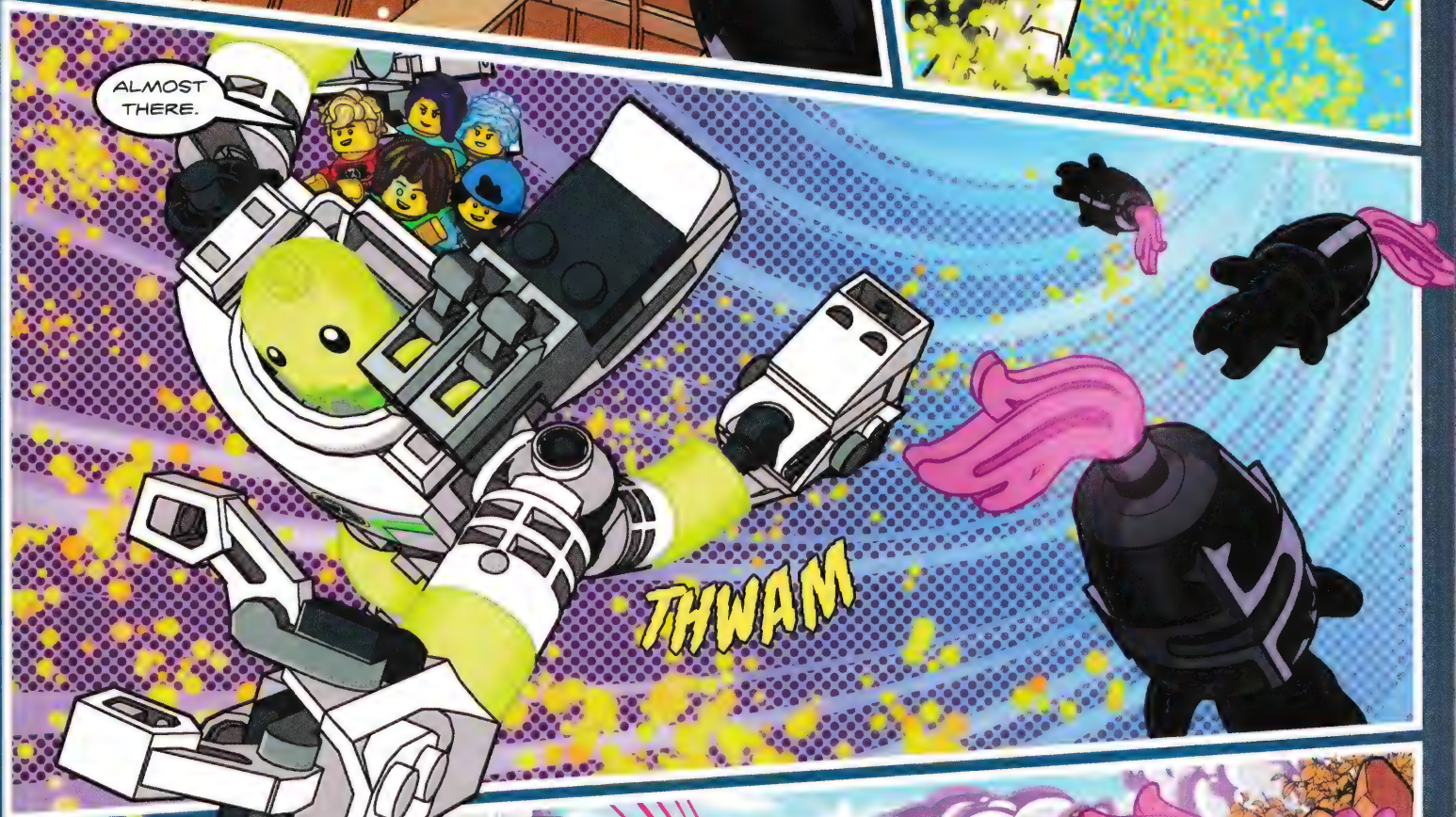
I CAN'T BELIEVE THEY TRAPPED US!

LET'S SET A TRAP OF OUR OWN!

WHERE TO?!

THIS WAY!

GOOD IDEA! WE'LL HOP TO A DIFFERENT DREAM REALM. LET'S DREAM THEM UP SOMETHING REALLY SPECIAL.



The villains take chase!



YOU'LL
REGRET THIS,
DREAM
CHASERS!

IT WORKED!
DREAM CHASERS: 1.
NIGHTMARES: 0!

HURRAY!

HAVE A
NICE TRIP!

SMELL
YOU LATER! AND
YOU WILL BE
SMELLY!

NOOOO!

I WILL RETURN AND
CAPTURE YOU!



Meanwhile ...

SO FRIENDS,
I AM REALLY SORRY.
IT WAS ALL MY FAULT
FOR MAKING US LET
OUR GUARD DOWN.

OUR GUARD
CAN'T BE UP ALL
THE TIME, COOPER. IT'S
IMPORTANT TO HAVE
FUN. REST MAKES
YOU STRONGER.

YEAH! PLUS,
WE STILL WON THE
BATTLE TODAY. SO
NO WORRIES.

I THINK
WE DESERVE A LITTLE
MORE PLAYTIME BEFORE
WE WAKE UP.

SOUNDS
GOOD TO ME.

Wooooooo!

THIS IS MUCH
BETTER THAN BEING
FLUSHED DOWN
A TOILET!

CANDY CHAOS!

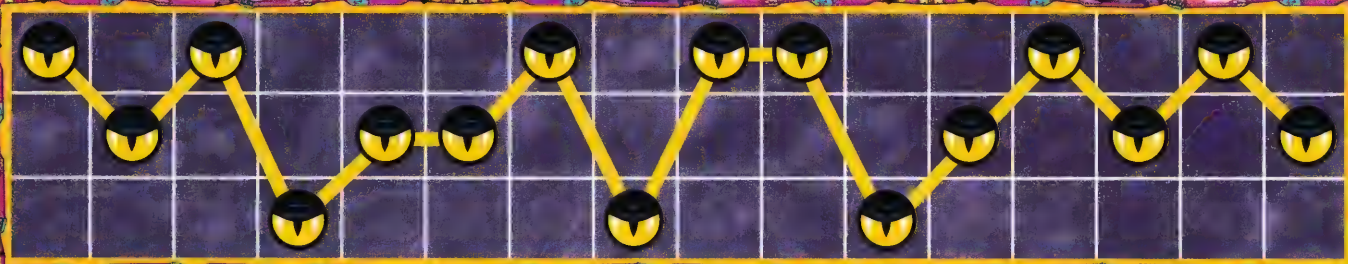
PUZZLE

A cheeky Grimspawn has infiltrated the Candy Realm and stolen some precious donuts. Luckily you can follow him by **deciphering** the **secret code**. Compare the stolen donuts to the letters in the grid and write the **letters** in the **answer** below to capture the villain!



YOU'LL NEVER FIND ME BEFORE I EAT THEM ALL!

CODE



LETTERS

S	F	C	X	P	A	L	S	C	A	P	O	O	J	2	8
B	E	R	M	E	T	P	H	B	V	Z	I	K	N	1	5
V	C	W	R	G	H	Z	O	M	T	T	I	T	H	3	4

ANSWER:

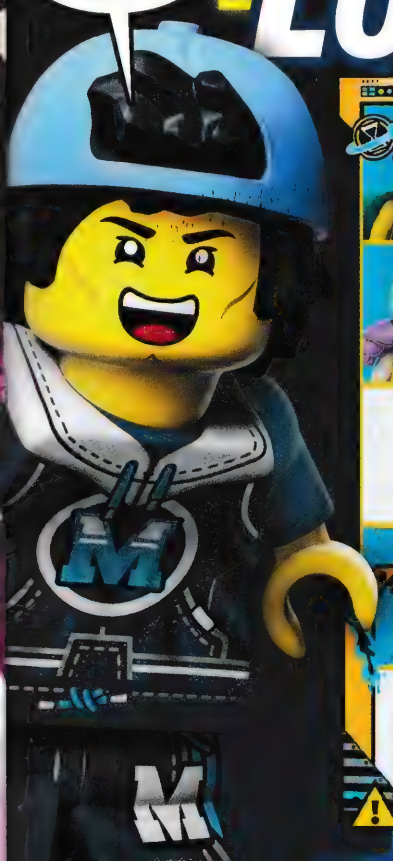
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

MISSION:

Find the thief on the page that is written in this answer and circle him!

LOGAN'S LOGIC!

CAN YOU FIGURE THIS OUT?



Are you up to Logan's challenge? Write the **first letter** of the heroes that are missing in the **sequence** into each gap.

INVENT YOUR OWN AND PUT YOUR FRIENDS TO THE TEST!

Answers on page 34.

CHASE DREAMS WITH

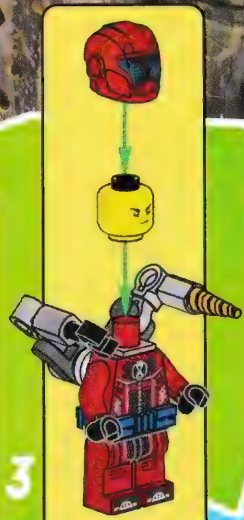
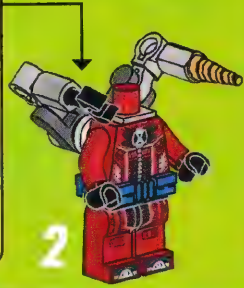
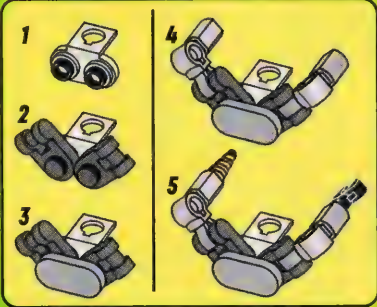
GUIDE THE RED
DREAM CHASER
TO HIS ARMOUR!

Drill to the answers on page 34



COOPER

DESTINATION: THE INSTRUCTIONS!



COOPER!

Get to know the **techie** of our hero gang with these **cool facts**.

ROBO-ARM 1:
MULTI-FUNCTIONAL PINCHER
FOR INVENTING THINGS OR
OPENING CANS

TIME
TO CATCH
ME SOME
GRIMSPAWN!

ROBO-ARM 2:
ABLE TO DRILL THROUGH
THE HARDEST ROCK

COOPER'S BUDDIES

Cooper lives across from **Mateo** and **Izzie**, and they grew up together in their suburb in Brooklyn. He used to be Mateo's best friend, but now he spends more time with **Logan**. When these friends venture into the **Dream World**, they all work together to stop the corruption of dreams into nightmares.

HIS WORST NIGHTMARE

Cooper's family is always encouraging him to be the **best** at everything - particularly when it comes to **sports**. When Coop falls into one of the **Nightmare King's** traps, he is **hounded** by a small army of trophies.

INGENIOUS INVENTOR

Cooper absolutely loves **inventions** and **fast cars**. He wants to **understand**, **repair** and, if possible, **drive** everything. The faster the vehicle the better!

BELT:
THIS AWESOME
ACCESSORY DOESN'T
JUST HOLD UP HIS
TROUSERS! IT ALSO
HAS LOTS OF
SPACE FOR ALL
THE THINGS
A DREAM CHASER
NEEDS FOR A NIGHT
IN THE DREAM
WORLD

DREAM BUILDING

What else can you build onto Cooper's robo-arms? Grab your **LEGO® bricks** and invent something that will put the **Night Hunter** back in his place!

WINDING IN THE



TOOL REALM!
Which item is **not** part of your magazine toy?

HIDDEN REALM!
Z-Blob has hidden somewhere on this page. Can you find him?

NUMBER REALM!
Fill in the missing numbers so that the sum of the two lower triangles always totals the number above them.



A

B

C

D

E

F

G

H

I

J

K

L

WAYS DREAM WORLD!

Our heroes now have to make their way across the Dream World, completing a **mission** in every dream realm. Find the **right way** and complete the **challenges** in each realm to bring our heroes back home safely.

LETTER REALM!

Cross out the letters X, Y and Z. The remaining letters make up an answer word.

XZHYXZZXYXOZY
YXYXMZYEXZYXW
YOZZYRXZKYZ

ANSWER WORD:

WHERE
ARE MY
LEGS?



1



2



3



LEGS REALM!

Only one of these legs belongs to Cooper. Which one?

P

Q

R

START
WITH THE
LETTER
O.



NAME REALM!

Move between the **letters** in the correct order to make up the **name** of the Dream Chaser's teacher.

FINISH

SHAAARK SHIP

Watch out above you – the **Nightmare Shark Ship** is in the air and leaving a trail of destruction in its wake in the Dream World. Here you can find out what you have to **look out** for when facing this beast!

WE ARE INCLUDED:

NOVA



GET ME OUT!

MATEO



COME ON, IZZIE!

IZZIE



TO THE RESCUE, ALL HANDS ON DECK!

SNIVEL



BLUUUARG!

SUSAN



THOSE PESKY DREAM CHASERS!

NIGHTMARE KING



MY SHIP, MY RULES!

LANTERN LIGHTS THE PATH THROUGH THE DREAM WORLD

CANNON NO BADDIE SHIP IS COMPLETE WITHOUT ONE

MIGHTY MOUTH GOBBLES UP UNSUSPECTING DREAM CHASERS

TERRIFYING TEETH

How many **teeth** do you think this Shark Ship has? Enter the total number here:

ANCHOR OR IS IT FLOSS FOR THE SHARK SHIP?

JAIL CELL WHERE DREAMERS ARE LOCKED UP

INCOMING!

OPEN FILE

SET FACTS:

Set no.: 71469

Length: 60 CM

Height: 31 CM

Figures: 4 minifigures,
2 Grimspaw + Z-Blob

1389
LEGO® PIECES

BAT WINGS
STRONG AND
MANOUEVERABLE

WHEEL
THE KING
HIMSELF IS
AT THE HELM

LOOK OUT, DREAM CHASER!

The Nightmare King has transformed Izzie's favourite cuddly toy into a terrifying flying ship. Watch out for its twin cannons and the trapdoor that drops directly into the cell! But most of all, stay well clear of the shark's huge mouth. And you're not safe from this monstrosity on land either, because this horrific creation can transform into a monster truck at will!

Z-BLOB TO THE RESCUE

Yes, you read it right. Mateo's gooey, green friend can use his slimy powers to transform into a tough and durable rope to help our heroes save the day.

MONSTER TRUCK!






This version of the Shark Ship is very fast on land too. It can even vent out a flying monster eye into the sky to keep watch.

TURBO TURBINE
SUPER FAST AND
SUPER TERRIFYING

Answers on page 34.

HEROES versus VILLAINS!

To win this duel, you have to assemble your team as quickly as possible. Find another player and let the dice decide this action-packed head-to-head!

	HOURGLASS				EVIL EYE	
	COOPER				NIGHT HUNTER	
	IZZIE				SNEAK	
	LOGAN				SNIVEL	
	ZOEY				SUSAN	
	MATEO				NIGHTMARE KING	

HOW TO PLAY:

1. Decide who is playing as the heroes and who is the villains.
2. The youngest player goes first. Then take turns.
3. Roll the dice and place a LEGO® brick on your side to mark which number you rolled. If you roll a 1 you can remove a LEGO® brick belonging to your opponent. If you roll a number you already have, nothing happens and it's your opponent's turn.
4. The first player to fill fields 1 to 6 on their side wins the game.

TIP:

USE A PENCIL AND RUBBER, IF YOU DON'T HAVE ANY LEGO® BRICKS TO HAND.

COME ON, TEAM!
TOGETHER WE CAN DO ANYTHING!

YOU NEED:

- 2 players
- LEGO® bricks
- 1 dice

HURRY UP AND SHOW ME WHAT YOU'RE MADE OF, YOU SLEEPY HEADS!

PSSST!
DON'T TELL ANYONE!

THE SECRETS OF THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

**FILE
NO. 2**

FACTS

FOLLOW ME
AND YOU CAN'T
GO WRONG!

THE DREAM WORLD!

CANDY REALM

FANTASY REALM

DREAM LANDING

CYBER REALM

► ENDLESS ADVENTURES!

The Dream World is a world that exists alongside our world. It is made up of all the dreams that people have ever dreamed - that's why there are numerous Dream Realms that match every type of dream. Every dreamer enters these realms but only special people can remember that the Dream World is actually real when they wake up.

► DREAM LANDING!

Dream Chasers who know that the Dream World is real, start out into their dreams at Dream Landing. It bears a slight resemblance to our heroes' bedrooms. From there, they can use the hovering Dream Realms and reach them across the Dream Bridges or by aircraft.

FOLLOW ME
INTO THE DREAMY
DEPTHS!

At Dream Landing
the heroes...

...start out
on wild
adventures.

The Dream Bridges
lead to other realms.

► CANDY REALM!

This is where all your sweetest dreams come true. This realm is home to everything you can possibly dream to eat: ice cream, waffles, lasagne or everything at once! Hungry dreamers just love this realm!

The Candy Realm hovers in the air like a **huge cake** in the Dream World.

YUMMY!



A **gigantic lollipop**? There are plenty more for you in this realm!

Streets, houses, plants – you can **nibble** on them all!



The **guardian Burrzerker** welcomes dreamers...

... and sends them into **action-packed games!**

► CYBER REALM!

This is where gamers go to dream! The high-tech Cyber Realm puts you right inside of every game. No wonder that Matty, Izzy and the team like to let off some steam here!

Logan is in his **element** here.



THE GRIM REALM

This realm was originally intended as a place to **imprison the Nightmare King**. But this scheming baddie used all his **dark energy** to **take over** the whole realm. It is now teeming with **Grimspawn**, **Grimkeepers** and **Night Terrors**.

Lots of **wild creatures** live in the Grim Realm.

This **Shadowkeep** is where the **Nightmare King** resides.

The **Nightmare King** has this realm under his control.

IF YOU ENTER MY REALM, DREAMER, YOU PLAY BY MY RULES.



WILD ARROWS!

Zoey and the Night Hunter want to see who has the **better shot**. They can each fire **four arrows** towards the other's target. When the arrows hit an **obstacle**, they shoot off at a **90 degree angle**. Who records **most hits**? Trace the path of the shots using a ruler and make a right angle turn at every obstacle.

THE NIGHT HUNTER IS NO MATCH FOR ME!

TURN THIS PAGE!

PUZZLE

I HAVE SOME MANY EYES. I CAN'T EVEN MISS!

TARGET

DID-YOU-HIT?

MARK IT!

	A	B	C	D
	A	B	C	D

Answers on page 54.

PREVIEW

COMING SOON

YOUR
TOY:

DARK CROWN
WITH 7 POINTS

I'LL SEE
YOU IN YOUR
DREAMS.
HAHAHAHA!

LOOK OUT!
SHARP!

1 HEAD -
2 FACES:

CREEPY
CLOAK

ACTION,
PUZZLES AND
FACTS!

NIGHTMARE KING



LEGO DREAMZZZ

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We want to
hear from YOU!



ASK A GROWN-UP
TO SCAN THIS
CODE OR VISIT
[LEGO.COM/MAGAZINES](https://www.lego.com/magazines)
TO TAKE THE
SURVEY RIGHT
AWAY!



HELP US MAKE
A BETTER
MAGAZINE

WE ARE ALWAYS WORKING
ON IMPROVING THE FORMULA
OF THE MAGAZINE, SO TELL
US HOW MUCH YOU LIKE OUR
MAGAZINES, HOW YOU PLAY
WITH THE TOYS AND
EVERYTHING IN BETWEEN!



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recycle
When you have finished with
this magazine please recycle it.



ANSWERS:

PAGE 9

DOUBLE VISION!



PAGE 21

CANDY CHAOS!

Secret location 25

LOGAN'S LOGIC!



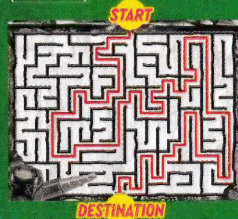
C = Cooper, I = Izzie,
L = Logan, M = Mateo,
O = Oswald

MISSION: Snivel is hiding
on page 25 to the right of
the finish door.

PAGE 22

CHASE DREAMS
WITH COOPER!

(red line)



PAGE 24/25

WINDING WAYS IN THE
DREAM WORLD!

Ways: B, F, G, K, M, R, T

Tool Realm: 2

Hidden Realm: z Blob is
below the Trouser Realm

Number

Realm:

Letter Realm:

Homework

Trouser Realm: 2

Name Realm:

Oswald

PAGE 26

SHARK SHIP INCOMING

30 teeth

PAGE 31

WILD ARROWS!

Zoe A, D Night Hunter C

PAGE 32

SHADOWS OF A
NIGHTMARE!

Mateo 4 / Izzie 3

HIDDEN HEROES!

U	Y	K	S	X	S	E	N	I	Z
W	S	R	G	Z	D	X	T	B	B
Q	C	O	O	P	E	R	S	H	L
N	P	U	U	T	U	V	I	B	O
R	Z	C	S	O	L	B	Z	Q	B
D	O	C	B	K	O	O	Z	B	Q
H	E	L	A	W	G	U	I	X	G
O	Y	H	N	M	A	T	E	O	D
B	D	W	A	H	N	D	G	W	A
X	J	N	M	S	F	Z	Q	S	R

THE RULES: Cut out the cards along the dotted lines, shuffle them and lay them out face down. The youngest player starts by turning over two cards. If you have two identical characters, take them and turn over two more cards. If they don't match, it's the next player's turn. The player with the most cards wins!

THE GAME: Bring order to the Dream World by finding the matching cards!



LEGO

DREAMZZZ

DREAM WORLD MATCH UP GAME!

